

The Throne of Huangdi

An Adventure for the MARVEL SUPER HEROESTM Adventure
Game

Designed Especially for the Adventurer's GuildTM RPGA Program

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For The Narrator

Read this adventure thoroughly and make sure you are familiar with the SAGA® Game system. This adventure focuses primarily on standard cardplay for action resolution, though you are free to use aura readings to resolve some actions or add storytelling highlights as desired. Do not use events or guest stars from the cards for this adventure.

An Ancient Chinese Secret

Legend has it that the founder of China and the first ruler of the Chinese was the Emperor Huangdi. His true origins are lost to the mists of time, and many modern historians do not believe that he ever existed at all. In fact, Huangdi was a real person, although he was more than your average man. He and his wife Leizu were both blessed by the gods from birth. The gods chose Huangdi to found a new society, blessing him with great intelligence, a winning personality, and a beautiful wife to guide his rule.

Creating a nation is a daunting task, however, so the gods gave Huangdi one more thing: a beautifully crafted magical throne made from a single piece of the purest green jade. While Huangdi was seated on this throne, everyone within the sound of his voice was forced to obey his commands. With this powerful tool, Huangdi accomplished wonders and brought the beginnings of civilization to China over 5,000 years ago. When the legendary emperor died, the throne disappeared, and his subjects assumed it had returned to the heavens with his soul.

But this was not the case. In fact, the death of the Emperor was foreseen by his court magician, a man named Wei Ling. The sorcerer wished to uncover the secrets of the throne's power at his leisure, so he spirited it off to a pocket dimension of his own creation. There, Wei Ling found that he himself could not use the throne, a fact which frustrated him to no end. Although he lived for many centuries, extending his lifespan through magic and alchemy, he eventually died without discovering the throne's secrets.

Although the sorcerer had gone to his ultimate reward, his pocket dimension remained behind, with the throne safe inside the opulent pagoda he had built to house it. However, a small flaw in the spells Wei Ling had used to create the pocket dimension resulted in an odd effect: Once every 500 years, the dimension co-locates with our world, temporarily taking over and replacing some earthly building. During the time of this conjunction, anyone brave enough to enter the pagoda may explore its secrets.

Occultists and historians of the magical arts have noticed the comings and goings of this pocket dimension several times over the millennia. With each conjunction, it appears in a different location and remains there for eight hours. Few who ventured inside have ever returned, but those who did spoke of deadly traps, evil spirits, and monstrous creatures lying in wait there. Some who have heard these tales have thought better of intruding; still, the power of Huangdi's Throne is enough to tempt many.

Those who have studied the history of Wei Ling's pagoda have learned how to predict when and where it will next appear by carefully studying astrological and occult signs. This prediction can only be made a few days before the pagoda's appearance, but in today's age of fast travel that is more than enough time for an interested party to reach its new location.

The pagoda's time is near once again, and the location is set: The Metropolitan Museum of Art, New York City, New York.

Those Who Would Rule

As you might imagine, the coming of the Throne of Huangdi has not gone unanticipated among the more power-hungry people who are in the know. Several occult-oriented villains determined that the Throne was coming, but since the track record over the last 5,000 years for successfully stealing it has been pretty poor (about 0 and 30), most of them decided to let this opportunity pass them by.

There was, however, one mad genius willing to invest some energy in obtaining it: the Mandarin. Though not known for his occult interests, the Mandarin is well versed in all things Chinese, including the myth of the Throne of Huangdi. After studying the matter and finding some merit to the tale, he learned how to predict the coming of the Throne. The Mandarin knows when and where the throne is going to appear; now he just needs to get it out of its resting place.

No fool he, the Mandarin is well aware that few who go into the pagoda come out alive. Therefore, like any super-villain worth his salt, he has chosen to send others to do his dirty work. Since the job is so unusual, he selected a multinational team of super-powered mercenaries: Batroc the Leaper, Machete, Blacklash, Zaran the Weaponmaster, Silver Samurai, and Fatale. These are serious martial artists, warriors, and assassins who are more than confident that they can meet any challenges they are likely to encounter.

The Mandarin has not told his hirelings the true nature of the prize he seeks, only that it is a very valuable jade throne for which he will pay a great deal. From the temporary base of operations he has set up in New York's Chinatown, the Mandarin will oversee the operation personally when the pagoda appears today.

Unfortunately for the Mandarin, his activities in New York have not gone unnoticed. As a matter of fact, not much in New York goes unnoticed by the likes of the Kingpin. New York's premiere crimelord learned that the Mandarin was setting up shop in Chinatown and immediately had the entire area bugged. He now knows that a pagoda will appear today and that the Mandarin has hired a group of experienced martial artists to venture inside and recover some jade throne. The Kingpin, of course, figures that anything the Mandarin wants, he should have instead. Besides, no other crimelord is going to muscle in on the Kingpin's territory if he can help it.

The Kingpin has also taken the time to learn something about the pagoda and its contents, and what he has discovered

intrigues him. He does not quite believe that the legends are true, but if the pagoda does indeed appear, then perhaps the legend about the Throne's powers also has merit. Already the Kingpin is wondering if the Throne's legendary power over "all within the sound of the ruler's voice" extends to those who hear that voice over television and radio. If so, someone who mastered the Throne would have power over the whole world.

The Kingpin is no fool either. He has no intention of meddling with mystic pagodas himself. So he has hired his own group of crack mercenaries to enter the pagoda when it appears today. Based on his recent dealings in Japan, he has decided to acquire the services of the infamous ninja society known as the Hand to obtain the Throne for him.

Where There are Bad Guys...

Villains aren't the only ones who are familiar with the story of Huangdi's Throne. Back in his Sanctum Sanctorum, Doctor Strange noticed an upsurge in mystical energy around the Metropolitan Museum. Using the fabled Orb and Eye of Agamotto, he managed to locate and peer into the pocket dimension, where he saw the pagoda of Wei Ling and immediately realized its significance.

Doctor Strange assumed his astral form and headed uptown to investigate the matter. Sure enough, the museum had begun to shimmer. Knowing that the dimensional shift was imminent and that it would endanger all those within the structure, Doctor Strange scanned the area for possible aid. Enter the heroes.

1. Rumble in the Park

As the adventure begins, our heroes know nothing of what is about to take place at the museum. They have other things on their minds. The day the pagoda will appear happens to coincide with the Third Annual Rumble in the Park Benefit for Disadvantaged Children. Three of the heroes are participants in this event; the rest are in the general vicinity engaged in their own pursuits. Read the following:

The Annual Rumble in the Park Benefit for Disadvantaged Children is a favorite charity event in New York. This two-day, celebrity-studded bash raises money for playground construction, sports equipment, and a wide variety of activities for underprivileged city youth. The events are all in good fun, and the Rumble is attended by super heroes and sports figures from across the country.

Just yesterday, in the Clobberin' Time Challenge sponsored by Stark Solutions, the Thing wrestled all comers. For every second an opponent stayed in the ring with him, \$100 went to the kids. She-Hulk and Iron Man were there too, and the three punched and wrestled their way to half a million dollars in total donations.

Today was the celebrity Martial Arts Challenge, sponsored by Rand-Meachum Incorporated. The day was filled with the flash of katanas, the hiss of shurikens, and costumed bodies

sailing through the air. Captain America, Iron Fist, and Daredevil were among the featured participants on the Challenge roster, and through the course of the day, each won several competitions. Peter Parker, present in the crowd to photograph the event for the *Daily Bugle*, managed to snap several great action shots.

Now the event is drawing to a close, and it is time for the winners to receive their awards. But just as Captain America, Daredevil, and Iron Fist are stepping forward to receive their "Best of the Challenge" ribbons, Doctor Strange appears before the podium. "Your pardon for the interruption, citizens," says Earth's Sorcerer Supreme to the crowd, "but I have need of your winners." Turning to face the three of you, Doctor Strange says in a low voice, "The Metropolitan Museum of Art is reality shifting. By the Hoary Hosts of Hoggoth, we must evacuate the building before it disappears from our dimension!"

In the meantime, Elektra and Wolverine, fresh from a skirmish with a faction of the Hand, are strolling down the street near the Metropolitan Museum. Suddenly there is a loud rumble from down the street, and panicked people begin to pour from the entrance of the museum, which has begun to glow with a faint green light.

Captain America, Daredevil, and Iron Fist should take Doctor Strange at his word and rush to the museum, since Earth's Sorcerer Supreme is known to and respected by all of them. Peter Parker can join them there as Spider-Man, having also heard Doctor Strange's plea.

As for Elektra and Wolverine, this is a perfect opportunity to use a Flashback to the battle they just had with the Hand. (This could even help to set up the Hand's involvement with this adventure.) If you choose to run a Flashback, use six Hand assassins and set the scene in a deserted warehouse, where the Hand is gearing up to enter the pagoda. Elektra and Wolverine can recognize the place as one of the Kingpin's known holdings in New York with an *average Intellect* action. The scene should be a simple, straight-up fight. The heroes get no information from the Hand members, who vanish immediately if defeated.

Hand Assassin (6): Strength 5C, Agility 6A, Intellect 4X, Willpower 6D, Edge 0, Health 10. Garrotes [S], Martial Arts Weapons [S], Acrobatics [A], Fast Exit [A], Martial Arts [A], Thieving [A], Tracking [W]. Equipment: Katana [S] +3, Sai [A] +2, Shurikens [A] +1. Calling: Demolisher.

Whether or not you use a Flashback here, Elektra and Wolverine arrive at the museum at the same time as the other heroes if investigate the situation there immediately. Doctor Strange recognizes the pair and puts his plea to them as well.

2. Museum of Madness

As soon as all the heroes are assembled at the museum, read the following:

A terrifying sight greets your eyes. The Museum is bucking and twisting in an impossible manner, as if it were made of rubber and stuck in the middle of an earthquake. The main doors hang crazily from their hinges. Screams from inside the building blend with the shouts of those outdoors. “By the Seven Rings of Raggadorr!” cries Doctor Strange. “It is happening faster than I expected. I will try to delay the transformation long enough for you to get everyone out, but please make haste! I can only hold off the inevitable for a short time.” With that, he grasps the Eye of Agamotto and murmurs softly. A pale yellow glow surrounds the museum.

Inside the building, chaos reigns supreme. Imagine a surrealist painting come to life and you have a pretty good idea what’s happening. Most of the visitors got outside through emergency exits as soon as the tremors began, but a few remain trapped inside, too panicked to move.

There are twenty-two adults left in the museum. Each hero can escort up to two people out of the building at a time. Locating the trapped civilians amid the constantly shifting floors and walls is easy; reaching them is not. A *challenging Agility* action is required to extract each victim safely. The group will probably split up; run one exchange with each hero before moving to the next exchange.

It should take the heroes only two trips to save everyone. On the first trip, the shifting of the building is the only obstacle. On the second, the museum becomes even more dangerous and erratic. The walls begin to close in on those inside, and doors snap shut to trap people. An *average Agility* action is needed to escape a closing wall or door; a *challenging Strength (Strength of Material)* action is required to break through one that has already closed. (The walls and doors are heavy wood; they have a Material Strength of 5.)

Statuary and displays may also come alive and try to entangle the heroes. These are faster than the walls and doors, but less massive. *Daunting Agility* actions are required to avoid such traps; once caught, a hero needs an *average Strength (Strength of Material)* action to break free. Do not use any Doom Bank cards here.

3. Pagoda of the Five Animals

Once the museum is evacuated and all the heroes are outside the bucking building, read the following:

Doctor Strange orders everyone to stand back, then releases his spell of containment. The museum performs a few more very wild twists and turns before it is engulfed in a yellowish-green mist. After a few moments, the mists subside somewhat to reveal the top four stories of a five-story Chinese pagoda, apparently made from lacquered wood. It is red with black trim and has five sides. None of the visible floors have windows or doors of any kind; the bottom floor is still obscured by the strange mist. As you watch, a band of coruscating colors

surrounds the perimeter of the strange building and begins to creep slowly outward, turning the surrounding street into a flagstone path around the pagoda.

Doctor Strange frowns and turns to you. “Thank you, friends, for your help in this mystic crisis,” he says. “I fear these poor souls would have been lost if not for your timely intervention. I know this must seem strange to you, and of course it is. What you see before you in place of the Metropolitan Museum is the Pagoda of Wei Ling.

“Wei Ling was an ancient Chinese sorcerer who created a pocket universe in which to carry out his experiments over 5,000 years ago. Although he is long dead, his private universe remains intact. Every 500 years it reappears somewhere on Earth, temporarily taking over a section of our universe.

“This time, however, there is something different. The pocket universe does not seem to be confining itself to one area, as is normally the case. It is continuing to expand outward and may envelop other parts of the city, perhaps even all of New York and beyond. I believe it can be halted, but to do so I must return to my Sanctum Sanctorum and consult the Orb of Agamotto. Meanwhile, I must ask another deed of you.

“The pagoda was designed with a specific purpose in mind: to guard the Throne of Huangdi. This mystic artifact is purported to give ultimate power over other people’s minds to anyone who sits upon it. There are no doubt many who have awaited this day in hopes of advancing their own nefarious purposes, and they will let nothing stop them from gaining entrance to the pagoda and stealing the Throne. You must not let this happen.

“It will take at least eight hours for the pagoda to disappear—perhaps more if I cannot contain the expansion. You must stay here and ensure that no one gets to the Throne. I caution you not to enter the pagoda unless it is absolutely necessary; legend says that few who do so ever escape alive. If you must go inside, be aware that the pagoda is highly magical and may contain things that a building of its apparent dimensions should not be able to hold according to natural laws.

“But time is of the essence and I must go. I can tell you no more at this time, but I shall speak with you soon. May the Vishanti watch over you.”

Doctor Strange will stay long enough to answer any of the heroes’ questions, but he does not know much more than what he has already told them. His astral form then bids them farewell and returns to his body. The Sorcerer Supreme immediately begins working on a way to stabilize the wayward dimensional pocket and is unavailable to the heroes until the adventure is over.

The heroes might wish to secure the perimeter of the pagoda, but in fact they are too late for that—events have already begun. The first hero who moves behind the pagoda sees a group of black-clad figures disappearing into the mist cloud. The Hand has arrived. (If Elektra and Wolverine

eliminated some Hand assassins in a Flashback earlier, this is yet another group; the Hand never runs short of personnel.) The heroes have no choice but to follow the intruders into the mysterious mist if they hope to protect the Throne.

Meanwhile, unbeknownst to anyone save their employer, the Mandarin's mercenaries await their chance to enter the pagoda. They are holed up in a nearby building while Fatale tries to open a Gateway. They will arrive in time for Scene 10, but not before.

The belt of mist is about 50' wide, thick on the outside and thin next to the pagoda. The mists smell foul and cling to any exposed clothing and hair. The heroes must fight down the urge to retch from the rotten stench (*average Willpower* action).

Each of the pagoda's five sides has a 15'-tall door made of solid bronze with an exquisitely detailed decoration carved into its surface. The images are (in order clockwise around the pagoda): a dragon, a monkey, a crane, a tiger, and a serpent. There is no way of telling which door the Hand actually used to get into the building.

Now the heroes must choose their door(s). All five lead to the same place eventually, so don't worry if the team wants to split up and use more than one entrance. The bronze doors swing open of their own accord when approached. Each reveals a long stone stairway leading upward into darkness and closes automatically as soon as anyone passes the sixth step (whether walking, flying, or Wall-Crawling). A very faint light seems to emanate from the top of the stairwell.

At the head of each stairway is another door identical to the one used to enter. It too opens automatically when approached. What lies beyond depends on the door originally selected (see below).

4. A Magical Bestiary

Of the following encounters, run only those that correspond to doors the heroes have used. The entry doors to these areas disappear as soon as all who approached have come inside. Use one Doom Bank card in this scene to add some difficulty to the fight and show the players how this part of the game works.

Once the heroes move through a door, read the appropriate passage:

Dragon Door

The door opens onto a windswept mountain peak. It is cold and blustery here; winds howl in icy fury all around. You are standing on a rocky plateau with plenty of boulders and outcroppings to provide cover.

Suddenly, blood-curdling growls split the quiet air. From behind the rocks leaps a hideous creature with the body of a man and the head of a Chinese dragon, plus huge claws and a long tail.

One Dragon Warrior appears for each hero. They leap from the rocks and attack, striking to kill. This is a straightforward, no-holds-barred fight between bad guys and heroes.

Dragon Warriors: Strength 8D, Agility 5B, Intellect 3X, Willpower 3X, Edge 1, Health: 17. Wrestling [S], Acrobatics [A], Flinging [A], Martial Arts [A]. Claws +4 [S], Additional Limb [S] 6 (Tail), Ensnarement [A] 6 (Tail). Calling: Demolisher.

Monkey Door

You have entered a dense jungle. You cannot see more than a few feet in any direction, so thick is the foliage on the ground. From a nearby tree comes a screech of rage, then two large, furry creatures leap down at you from a nearby tree. You are under attack!

Two Monkey Warriors appear for each hero in the jungle. They are 5' tall, bad-tempered, and much more intelligent and fierce than real monkeys. Although their sharp claws and piercing fangs are their primary weapons, they are also smart enough to use the trees to their advantage, throwing fruits, rocks, sticks, and whatever else they can find at the heroes in an attempt to knock them to the ground before leaping down to engage them. The Monkey Warriors are very quick, but not terribly strong.

Heroes taking to the trees must make an *average Agility* action to jump between branches. (Web-Slinging through the trees is an *easy* action.)

Monkey Warriors: Strength 3D, Agility 8C, Intellect 5X, Willpower 3X, Edge 0, Health 10. Climbing [S], Acrobatics [A], Martial Arts [A]. Claws [S]+2, Fangs [S] +2. Wall-Crawling [A] 6. Calling: Demolisher.

Crane Door

You are standing on a 15'-diameter island of stone floating in the sky. Above, below, and on every side of you are more islands just like the one you occupy. Suddenly, from out of the sky come the angry cries of birds. Swooping toward you is a human-shaped figure with the head of a crane and great wings instead of arms. More such creatures begin to fill the skies from the neighboring islands, shrieking in rage.

These creatures are the Crane Warriors. One joins combat for each hero present; the rest simply watch. Their feet have deadly claws, and they are very adept at striking individual targets with their razor sharp beaks. The Crane Warriors perform a series of swooping attacks, flying well away after each attempt so as to prevent the heroes from striking back. Dodging a beak attack from these creatures requires a *challenging Agility (Agility)* action.

A hero may jump to any of the neighboring islands with a *daunting Agility* action. Web-slinging from one to another is an *easy* action.

Crane Warriors: Strength 3X, Agility 8A, Intellect 6X, Willpower 3X, Edge 1, Health 17. Acrobatics [A], Aerial Combat [A], Martial Arts [A], Fast Exit [A]. Claws [A] +1, Beak [A] +3. Calling: Demolisher.

Tiger Door

The door opens onto a wide plain covered with grass taller than you are. The air is warm and still, and the plain is deathly quiet. No trees or high ground break the flatness of the grassy sea.

This is the hunting ground of the Tiger Warriors. Half-human and half-tiger, they can either run on all fours or stand up and fight like men, mauling their opponents with their claws. There is one Tiger Warrior for each hero in the plain. The creatures stalk the group until one hero separates from the others, or until they grow tired of waiting. The Tiger Warriors try to make a surprise attack against the lone hero if there is one, or against the group as a whole if there isn't. A *challenging Intellect* action is required to negate surprise. (Spidey's "Spider-Sense" or Daredevil's Radar Sense may also be used; the action is *average* with either of those powers.)

Tiger Warriors: Strength 8C, Agility 7D, Intellect 6X, Willpower 2X, Edge 1, Health 17. Sonic Slam [S], Wrestling [S], Martial Arts [A]. Body Armor [S]+2, Claws [S] +4. Calling: Demolisher.

Serpent Door

This door opens into a dank and miserable swamp. You are up to your knees in muck and mud, and a fetid smell rises from the still water. Branches of several decrepit-looking trees hang down all around you.

Without warning, two horrid creatures with human bodies and snake heads rise from the mud before you. Their arms are unusually sinuous, and their hands are covered with scales. The water around them swirls and bubbles.

Two Serpent Warriors appear for each hero in the room. They are cunning fighters; each exchange, half their number drop below the water level and come back up in another location to try for surprise.

The tree branches are so rotten that they cannot support the weight of a hero, so neither Acrobatics among the trees nor Web-slinging from one branch to another will be effective here.

Serpent Warriors: Strength 5C, Agility 9C, Intellect 5X, Willpower 3X, Edge 0, Health 10. Wrestling [S], Climbing [S], Acrobatics [A], Martial Arts [A]. Poison [S] 6 (Bite), Ensnarement [A] 5. Calling: Demolisher.

5. After the Animals

Once all the heroes have defeated (or been defeated by) their bestial opponents, the scene changes:

As the last of your half-human, half-beast opponents falls, the strange wilderness surroundings of the lair melt away. You are standing in a plain stone room. A bamboo ladder leads up some 20 feet to a dark hole cut into the ceiling.

There isn't anywhere to go except up the ladder; this room has no doors, windows, or other features of any kind. The ladder continues up in darkness for another 50' beyond the hole, then ends at a second hole. Exiting through this one puts the heroes in the center of a spacious chamber (Scene 6, below).

6. The Wei Chi Board of Death

No matter which animal rooms they came here from, all of the heroes come up in the exact center of the floor. This huge chamber measures 100 yards to a side and 50 yards high. The walls, floor, and ceiling are built of solid stone. The light comes from unseen magical sources. Read the following:

As you pull yourselves through the hole, brilliant light spills from the ceiling of the large stone chamber you have entered. Each of the four walls around you has one pair of closed bronze doors. To either side of each doorway stand five statues of ancient Chinese warriors holding bows. Carved into the polished stone of the floor is a network of intersecting straight lines resembling a checkerboard. This pattern extends to within five feet of each wall.

Actually, the heroes are standing in the middle of a giant Wei Chi board. (The game of Wei Chi is also known by its Japanese name, Go.) Unlike chess or checkers, which are played in the squares, Wei Chi is played on the points where the lines of the board meet. Any hero who makes a *daunting Intellect* action realizes this immediately. (Wolverine's Japanese Lore skill and Iron Fist's K'un L'un Lore skill apply here.) If the heroes do not recognize the gameboard, they will figure out the gist of the game soon enough, albeit the hard way.

The area around the ladder, a 10'-diameter blank spot in the middle of the giant Wei Chi board, is clear of any markings. Once the heroes venture out of this circle, things get deadly serious. The intersecting lines on the floor form 1' by 1' squares. To walk on the board safely, heroes must always step on intersections between two lines. Stepping into a square or placing one foot on an intersection and the other elsewhere results in an immediate "penalty" for making an "illegal move."

There are five different penalties in this mystical version of the game. For each illegal move, choose and apply one of the following:

1. Spike Penalty: A 5'-long, 1"-thick, razor-sharp iron spike shoots out from the floor underneath the offending foot. A *daunting Agility* action is needed to avoid the spike, which causes intensity 5 damage. Triggered spikes immediately retract into the floor.

2. Arrow Penalty: One of the statues at the edge of the board fires a metal arrow at the offending hero. Dodging the attack requires a *challenging Agility* action; failure results in intensity 8 damage.

3. Pit Trap Penalty: A section of floor beneath the hero opens. Unless the hero makes a *challenging Agility* action, he or she falls 30' for intensity 10 damage. The pit door then closes, and the hero must find some way to escape the 4'-square pit.

4. Gas Leak Penalty: The square under the offending foot suddenly sprays forth a poisonous gas. The hero must leap away from the cloud (*average Agility* action) or suffer intensity 10 poisoning. A separate *challenging Agility* action is required to land on an intersection.

5. Shock Penalty: The section of floor under the hero's foot comes alive with electric shocks and arcs of lightning (intensity 12 electrical damage).

7. Stones from Heaven

As if the penalties for taking a wrong step aren't bad enough, the heroes must also deal with two invisible Wei Chi players. (After all, what's the point of making a giant Wei Chi board if you're not going to play?) Wei Chi is played by placing stones on the intersections of the checkerboard. One player uses white stones, the other black. Normally, the two players try to surround each other by forming lines of stones. The win condition for *this* game, however, is to wall in the heroes, not each other.

Wei Chi is normally a calm, deliberate game played with patience and thought—but not here. In this game, the stones weigh 50 pounds each and fall from midair onto the board, where they instantly stick on an intersection rather than bouncing or rolling. The Wei Chi players (whoever or whatever they may be) are not taking time to think, but are placing the giant stones as quickly as possible.

After the heroes have taken their first steps onto the board, the game begins. Read the following:

BOOM! A huge white rock falls onto the board beside you. BANG! There's another one, this time black, on your other side. WHAM! WHAM! WHAM! It's raining black and white boulders!

Each Wei Chi player places one stone per exchange. The only rule is that no stone can be placed on an already-occupied space (intersection); if there is either a stone or a hero's foot in a space, it is considered occupied. (Of course, a hero has two feet, and if there is an intersection between those where his or her feet are placed, it is a legal space. A hero in such a position is

asking for a stone in the noggin (intensity 10 damage) and needs a *challenging Agility* action to jump out of the way. If the hero wants to land on an intersection, another *Agility* action (*daunting* this time) is required.

It is also illegal in this game to touch a stone that has already been laid. In fact, it's so illegal that touching a stone causes it to explode (intensity 12 damage; *desperate Agility* action to avoid). Characters who suffer damage are thrown backward; a *superhuman Agility* action is needed to land without incurring a penalty.

The Wei Chi players place stones at a rate such that any heroes who do not move for two consecutive exchanges are surrounded. Once the last stone is placed to contain one or more heroes, lightning arcs between all the facing stones, weaving a shifting net of intensity 15 electricity through the middle of the ring. Heroes caught in the net must make a *daunting Agility* action to avoid the arcing bolts. Whether or not the hero takes damage, he or she is instantly teleported back to the center of the board to start over.

Heroes who try to wait out the game out in the center of the board aren't playing fair, so they also incur penalties. As more and more of the board fills with stones, the floor in the center grows progressively hotter. When the final stone is placed to trap someone on the board, the center area bursts into flame (intensity 15 fire). Heroes who flee the flaming center still incur any appropriate penalties for stepping illegally or touching stones.

Leaping over stones is a *challenging Agility* action, but accrues no penalty as long as no stones are touched; a separate *daunting Agility* action is required to land safely, however. As for Spider-Man's Web-slinging, The Five Animals Pagoda does not like its challengers taking the easy way out. As soon as a strand of webbing touches any surface, it immediately bursts into flame. Spidey can easily release the web before he takes any damage, but it makes using webbing as a means of travel dangerous (if not impossible).

Heroes who make it off the edge of the checkerboard are safe, but none of the doors leading out of the room will open until everyone is off the board.

Each door has a different Chinese character on it. Since none of the heroes are versed in Chinese, it takes a *superhuman Intellect* action to recognize these as the signs for the Four Aspects of Storm: Wind, Rain, Thunder, and Lightning. Once one door is opened, the rest disappear.

8. The Bridge of Storms

Read the following when the heroes open any set of the Storm Sigil doors:

You seem to be outside again, but certainly nowhere in New York. In front of you is an apparently bottomless ravine spanned by an impossibly long bridge about 20 feet wide, made of ancient, crumbling stone. All around it rages a terrible storm,

with thunder, lightning, howling wind, and driving rain. It appears to be daytime, although the dark storm clouds block out most of the light.

Ahead on the bridge, you can make out some figures engaged in combat. Some wear the typical black uniform of the Hand; the others do not seem entirely human.

The storm seems to be making the battle much more difficult for the Hand. Even as you watch, one of the assassins aims a jumping spin kick at an opponent, but is caught by a fierce gust of wind and flung over the side of the bridge into oblivion.

The Hand assassins are engaged in deadly combat with the Storm Demons who guard the bridge. These gray-skinned humanoids have oversized mouths full of razor-sharp teeth, plus grasping claws charged with the electrical fury of a lightning storm. If left alone, the Hand members will eventually prevail, but only three of their team (including their leader) will be left alive to fight the heroes.

The bridge surface is wet with rain, and the footing is uncertain in spots. Walking on it requires excellent balance and great care in choosing where to step—a *challenging Agility* action is needed to walk as far as the battle. Heroes who choose to crawl along the bridge have no problems, but leaping past crumbling spots requires a *daunting Agility* action to land safely. Heroes who fail any movement action on the bridge with a Doom card are flung over the edge; a *desperate Agility* action is then required to catch hold of the bridge. Alternatively, another hero can catch a falling one with a *daunting Agility* action. As a last resort, Spider-Man can Web-sling from the bridge to catch a falling comrade; this is a *daunting* action in these conditions. Falling heroes not rescued are lost to the mists of the ravine.

Once the heroes reach the site of the battle, they must decide who to fight. If they attack the Hand, they discover that the Storm Demons don't want their help; the creatures simply include the heroes in their next attacks. If they fight the Storm Demons (thereby helping the Hand), the assassins accept their aid until their opponents are defeated. When the last Storm Demon falls, the storm abates and movement penalties no longer apply. However, the eight remaining assassins (the leader and seven others survive if the heroes help them) turn on the heroes without a word of thanks. Defeated Hand members cannot be captured; they vanish in a puff of smoke.

Storm Demons (4): Strength 13B, Agility 6C, Intellect 5X, Willpower 3D, Edge 1, Health 17. Brawling [S], Martial Arts Weapons [S], Sonic Slam [S], Flinging [A], Martial Arts [A], Intimidation [W]. Electrical Control [I] 12 (Power Storage, Lightning Bolts, Resistance to Electricity, Limit: Constant), Weather Control [I] 8 (Flight). Equipment: Claws [S] +3, Teeth [S] +5. Calling: Demolisher.

Hand Assassin (2 or 7): Strength 5C, Agility 6A, Intellect 4X, Willpower 6D, Edge 0, Health 10. Garrotes [S], Martial

Arts Weapons [S], Acrobatics [A], Fast Exit [A], Martial Arts [A], Thieving [A], Tracking [W]. Equipment: Katana [S] +3, Sai [A] +2, Shurikens [A] +1. Calling: Demolisher.

Ken Shinjiro (Hand Team Leader): Strength 7C, Agility 8A, Intellect 4D, Willpower 6B, Edge 2, Health: 25. Martial Arts Weapons [S], Wrestling [S], Acrobatics [A], Disguise [A], Flinging [A], Martial Arts [A], Meditation [W], Survival [W], Tracking [W]. Psi Screen [W] 10, Psychic Blast [W] 12 (Mind Blowing, Sedation). Equipment: Body Armor [S] +2, Katana [S] +4. Calling: Demolisher.

Once the heroes have defeated the Storm Demons and the Hand, they can navigate the remaining 300 yards of the bridge without further incident. The bridge ends in a simple wooden door set into a solid rock wall that extends upward as far as the eye can see.

9. The Chamber of Huangdi

This humble-looking door opens easily to reveal the large, brightly-lit Chamber of Huangdi. The room measures 100 yards per side, and the ceiling is 50' high. Read the following when anyone looks inside:

Each wall of this massive chamber is paneled with rare wood and embossed with a 100-yard-long dragon in gold and ivory. The stone floor is polished to a mirror sheen and studded with jade, pearls, and other precious gems. The light illuminating the room comes from hundreds of candles in five great chandeliers, each 20 feet in diameter. In the center of the room is a huge throne on a raised, five-sided dais with five steps, each one foot high. The throne stands a full eight feet tall and looks too large for an average-sized person (although the Kingpin might be comfortable in it). It is translucent green, like the purest jade, and is carved all over with images of the five classical animals (dragon, crane, monkey, tiger, and snake). The throne gives off an unearthly green glow that rivals that of the candles up above.

Of course, the most striking thing about the throne is the fact that it is occupied. Watching you from this seat of authority is a giant of a man, at least 10 feet tall, dressed in richly embroidered Chinese-style robes. He is bald and sports a long white beard.

The figure is the spirit of Wei Ling, the ancient wizard who stole the Throne from his dead emperor. The sorcerer's ghost simply watches the heroes as they enter the room, waiting for them to make the first move. If they address him in some way, he speaks to them telepathically:

"I am Wei Ling, court magician to the first Emperor Huangdi. I am the master of the Pagoda of the Five Animals. You have trespassed in my realm, destroyed my guardian spirits, and fought your petty wars in my home! Why have you disturbed

me? Do you seek the Throne of Huangdi? Do you think yourselves worthy?"

It is up to the heroes to state their purpose in coming here convincingly. If they simply tell the truth, Wei Ling considers for a moment, then nods in approval.

If one of the heroes tries to attack Wei Ling, he or she will find it impossible. Since the sorcerer is only a spirit, attacks simply pass through him.

Any attempts to move the Throne of Huangdi from the dais without Wei Ling's permission also fail. It is immovable until Wei Ling wishes otherwise.

10. The Competition Arrives

Once the heroes have explained themselves to Wei Ling, the door behind them bursts open. The Mandarin's team (Batroc the Leaper, Zaran the Weaponmaster, Machete, Silver Samurai, Fatale, and Blacklash) has arrived. The mercenaries have entered via Fatale's Teleportation power and are ready to claim the Throne for their boss.

Wei Ling eyes the new intruders and puts the same questions to their minds, though the heroes do not hear this. They do see the Silver Samurai step forward and hear him speak for his group:

"We are here to claim the Throne of Huangdi," says the shining warrior. "Step aside, old one!"

Wei Ling then turns to you. "Do you also wish to claim the Throne of Huangdi?" his mind asks yours. "For if you do not, I must give it to these honorable warriors, who have also won their way through to the inner chamber. If you wish to claim it, you must fight these worthy opponents for it."

The heroes must say that they want the throne, or at least that they want to keep the mercenaries from winning it. If they do neither of these things, Wei Ling threatens to banish them for wasting his time. If they still persist in refusing to fight, he gazes at them disdainfully, then teleports them back outside the pagoda. They have failed in their mission.

If the heroes agree to fight for the Throne, Wei Ling declares a no-holds-barred martial arts competition. Although the heroes generally outclass these mercenaries, the latter have one advantage: They are all fresh and have suffered no damage, since they came in by teleportation and bypassed the dangers of the early rooms. The heroes, on the other hand, are all probably down a card or two from their hands. This should even things out.

Wei Ling declares that the fights must be to the death, otherwise he will not grant the winning team the Throne. (Of course since the heroes do not actually want it, they do not have to kill their opponents.) Don't tell them this, however; let them figure it out on their own.

As the first to win their way to the chamber, the heroes have the privilege of choosing their own opponents from the other team. Run all the pairs simultaneously, resolving one exchange for each hero before moving to the next exchange. The villains will fight to the death, trying their best to kill the battered heroes. If the heroes seem to be winning too easily, use a card or two from the Doom Bank to make things tougher, but save most of the Doom Bank to ensure the Mandarin's escape in the final scene.

Each winner scores a point for his or her team. Once a winning team has been determined, Wei Ling teleports the losers out of the building. (They cannot re-enter.) The winners are then free to take the Throne if they have killed all their opponents. Of course, it would be terribly out of character for anyone claiming the title of hero (particularly Cap and Spidey) to do this. If, as we hope, the heroes have won the match but refused to kill their opponents, Wei Ling thanks them for defending the Throne, then banishes them from the pagoda as well. If the end result is a tie, neither team wins and Wei Ling teleports both groups outside.

Batroc the Leaper (Georges Batroc): Strength 8D, Agility 10C, Intellect 4X, Willpower 4X, Edge 2, Health 25. Clubs [S], Acrobatics [A], Fast Exit [A]. Leaping [A] 2. Calling: Greed.

Machete (Ferdinand Lopez): Strength 8C, Agility 8X, Intellect 4X, Willpower 4X, Edge 1, Health 17. Knives [S], Swords [S]. Magnetic Control [I] 6 (Limit: no force bolt). Equipment: Machete [S] +4. Calling: Idealist.

Blacklash (Mark Scarlotti): Strength 6D, Agility 4C, Intellect 6D, Willpower 2X, Edge 1, Health 17. Whips [S], Martial Arts [A], Contingent Attack [A], Weapon Systems [I]. Ability Boost: Strength [S] 6 (Grabbing Only), Leaping [A] 2. Equipment: Body Armor [S] +1, Whips/Nunchaks [A] +4, Necrolash [A] (Electrical Control 14, Shield 8, Limit: Blast Only, Touch Only), Gravity Bolo [A] (Gravity Control 14, Limit: Gravity Increase Only), Explosives 12 (intensity 8 damage to all within 20'). Hindrance: Overconfident. Calling: Greed.

Zaran the Weaponmaster (Maximillian Zaran): Strength 10A, Agility 8A, Intellect 4X, Willpower 4X, Edge 1, Health 17. Weapons Genius [S] (unique skill; entitled to difficulty reduction of one level with any weapon). Calling: Gloryhound.

Silver Samurai (Kenuicho Harada): Strength 6B, Agility 5C, Intellect 4C, Willpower 9C, Edge 2, Health 25. Brawling [S], Martial Arts Weapons [S], Wrestling [S], Flinging [A], Martial Arts [A], History [I] (Japanese), Lore [I] (Samurai Culture), Intimidation [W], Meditation [W]. Energy Sheath [A] 8 (Limit: Can be focused only through a sword, giving a damage bonus equal to the intensity), Chi [W] 9. Equipment: Body Armor [S] +8 (light steel alloy samurai armor), Katana [S] +4, Shurikens [A] +1, Teleportation Ring [A] (Teleportation 8 to up to three miles). Calling: Soldier

Fatale: Strength 6C, Agility 7D, Intellect 5D, Willpower 6X, Edge 1, Health 17. Garrote [S], Martial Arts

Weapons [S], Martial Arts [A], Assessment [I]. Teleportation [A] 12 (Gateway), Ability Boost [A] (Agility) 7. Calling: Demolisher.

11. Aftermath

When Wei Ling teleports the heroes out of the pagoda, read the following:

Night has already fallen by the time you reappear outside the pagoda. There is a crowd of onlookers gathered around the mysterious building that stands where the Metropolitan Museum used to be, but no trace of your mercenary opponents.

Suddenly, Doctor Strange appears to welcome you back. “By the Shade of the Seraphim, I am glad to see you back safely!” he says, then turns to face the pagoda. Raising his hands, he weaves an intricate spell around the structure, encasing it in bright magical bands. There is a flash of multicolored light and a deafening thunderclap. When the mist clears, the pagoda has vanished and the museum is back where it should be.

The crowd slowly disperses. Doctor Strange frowns briefly and says, “A villainous presence appeared here moments before you did. This group of nefarious individuals recovered quickly and teleported away. I followed them with the Eye of Agamotto to a small curiosity shop in Chinatown. There is great power concentrated there, though it is not entirely magical.

“I must check the pocket dimension to ensure that it remains stable, but I fear all is not yet well. The answers to the remaining mysteries of today’s events lies there.” With that, Doctor Strange bids you farewell and vanishes.

Unbeknownst to the heroes, their quarry is already en route to meet them. The mercenaries departed for the Mandarin’s Chinatown headquarters via Fatale’s teleportation as soon as they knew they had failed. Furious that they had left without the Throne, their employer interrogated them as to its fate and was informed that “the other team” had won it. (As far as the mercenaries knew, the heroes must have taken the Throne as their prize for winning the match; they did not recall that the criterion for departing with it was killing their opponents.)

After blasting the mercenaries out of the shop as “payment” for their failure (leaving a large crater), the Mandarin went to the museum to confront the heroes, thinking to wrest the Throne from them in their weakened states. Read the following as the heroes prepare to seek out the mercenaries’ employer:

All is quiet for a moment, then a voice that chills you to the core speaks from a nearby store entrance. “You have won a skirmish against my agents, but I shall still claim victory in the war. The Throne is mine and I shall have it—what have you done with it?” Out from the shadows of the doorway steps a tall, thin man wearing Chinese robes and a ring on each finger—it is the Mandarin!

The Mandarin is puzzled that the Throne is not apparent, but thinks the heroes have concealed it magically. As long as none of the heroes attack the Mandarin, any one of them can convince him with a *superhuman Willpower* action that the Throne is still safely locked in its pocket dimension, where it will remain for another 500 years. For each additional hero that corroborates the story, drop the difficulty by one level. If convinced, the Mandarin becomes furious and vows to make the heroes pay, then departs using his Vortex Beam Ring.

If the heroes attack him, the Mandarin fights to the best of his ability, damaging other buildings and endangering citizens with his rings so as to distract the heroes with rescues. Use Doom Bank cards liberally to ensure his escape in either case.

The Kingpin is not so concerned about his failure to get the Throne; at least the Mandarin does not have it. If the heroes search the Mandarin’s haunts in Chinatown and find the Kingpin’s bugs (or if Elektra and Wolverine discovered his involvement through the use of a Flashback in Scene 1), they may be able to tie him to the presence of the Hand inside the pagoda, but that’s a story for another time...

The Mandarin (Unrevealed): Strength 5X, Agility 6B, Intellect 7B, Willpower 4D, Edge 3, Health 30. Gadgetry [A], Martial Arts [A], Repair [A], Biochemistry [I], Electronics [I], Engineering [I], Finance [W]. Force Field [I] 16. Equipment: Rings [I] 10* (Ten rings, each with one of the following powers at intensity 10 unless otherwise stated): Ice Blast, Mind Control, Energy Blast (Electricity), Energy Blast (Flame), White Light (Blinding, Energy Blast, Gravity Control), Transmutation (Limit: not people), Impact Beam (Kinetic Blast 12, Energy Blast—Sonic, Magnetic Control), Vortex Beam (Air Control: Air Shield, Flight), Disintegration Beam (16, no effect on living beings), Black Light (Darkforce Control). *Unique Power: Mandarin’s rings will not work for anyone he doesn’t allow. They can teleport back to him at his command. Calling: World Domination.

Personality: Thinking himself fit to rule, the Mandarin is fond of devising complex schemes to destroy his enemies and rule the world.

History: Born in pre-revolutionary China, the man now known as Mandarin was a scientific genius. He traveled to study, then returned to his homeland, and became a “Mandarin” in the government. When the Communist revolution came, he was removed, and became powerless.

In a search to regain power, he traveled to the haunted Valley of the Spirits. There, he discovered a crashed spaceship, dragon-like skeletons, and vast alien technology. He studied the technology for years until he mastered the powerful rings he found within. With his new power, he built a castle, took over the surrounding villages, and held the Communist army at bay.

The Mandarin has clashed with Iron Man several times for reasons both villainous and business-related. He has become a financial power in Hong Kong, and remains a threat to this day.

CAPTAIN AMERICA

(STEVE ROGERS)

CALLING: Idealist

PERSONALITY: Patriotic, upstanding, moral, ethical, inspiring, never-say-die, iconic, friendly (nicknames: "Cap" and—to his dismay—"Winghead"), unwavering believer in truth, liberty, and justice for all

HISTORY

Steve Rogers tried to enlist in the Army during WWII but was rejected due to poor health. His sincere desire to aid the war effort caught the eye of officials involved in a secret government experiment called Operation: Rebirth. He leapt at the chance to participate in the program and was injected with an experimental Super-Soldier serum. Steve was transformed into a perfect example of humanity, with the greatest strength and agility a human could possibly attain.

After extensive physical and tactical training, Steve was given the costume of Captain America and sent out to battle Axis agents such as the Red Skull and Baron Zemo. Whether fighting alone or alongside the All-Winners Squad and the Invaders, his exploits served as an inspiration for Allied troops. During the final days of the war, Cap and his sidekick Bucky tried to stop Baron Zemo's robot-controlled, bomb-loaded plane. Bucky died when the plane exploded, and that same explosion threw Cap into the icy waters of the Arctic. The Super-Soldier serum combined with the extreme cold to place Steve in a state of suspended animation.

He remained frozen until being discovered years later by the newly formed Avengers team. Once freed from the ice, Captain America joined the Avengers and has been the cornerstone of the team for many years.

Captain America is the ultimate soldier and the perfect fighting machine, but his most important role is as an icon in the Marvel Universe: a symbol of what heroes can be, and a guardian of the ideals they should strive to uphold. Even in today's world of turmoil, no one doubts the convictions of Captain America.

SKILLS

Boxing, Shields, Wrestling; Acrobatics, Driving, Martial Arts, Ricochet; History (American), Sociology; Art, Leadership, Military, Survival

POWERS

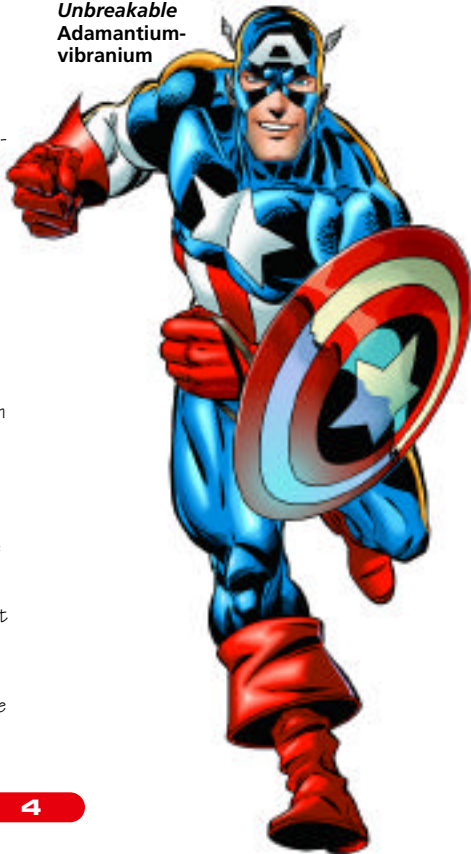
Resistance to Disease +10

Equipment: Chain mail Body Armor +2 (total shieldless defense 12)

Equipment: Shield

Unique bonus: +5 on attack, +15 on defense (total defense 27)

Unbreakable
Adamantium-
vibranium



DAREDEVIL (MATT MURDOCK)

CALLING: Guardian (Hell's Kitchen)

HINDRANCE: Physically Disabled—Blind (compensated by Radar Sense)

PERSONALITY: (as Daredevil) daring, flippant, stands for justice, guards Manhattan's streets, will not kill, nickname: "Hornhead"; (as Matt Murdock) professional, dedicated to the law

HISTORY

One fateful day, young Matt Murdock saw a truck about to hit a blind man. His quick action pulled the man out of harm's way, but a canister of radioactive waste fell out of the truck and hit him. The radioactive material blinded him, but somehow heightened his other senses of touch, taste, smell, and hearing. It also granted him a unique radar sense. With the aid of the martial arts sensei Stick, Matt learned to use his new abilities as a fighter and acrobat.

Matt attended Columbia University, earning a law degree and friendships that would last a lifetime. Franklin "Foggy" Nelson became a friend and later law partner; Elektra Natchios was his first love. Elektra later became a costumed assassin whom Daredevil fought several times. Elektra was eventually killed by the assassin Bullseye, one of Daredevil's most constant and ruthless foes. She was later revived by the assassin cult called theHand.

Aside from Bullseye, the Kingpin of crime has been Daredevil's greatest adversary. TheKingpin even discovered Matt's identity as Daredevil and used the knowledge to destroy both Daredevil and Matt Murdock emotionally and financially. Matt has since regained both his costumed identity and his standing in the legal community.

SKILLS

Boxing, Brawling, Clubs; Acrobatics, Fast Exit, Martial Arts, Ricochet; Criminology, Law; Intimidation, Law Enforcement, Observation, Politics

POWERS

Enhanced Senses (all but Vision) 16

Lie Detection

Invulnerability to all visual attacks (blind)

Radar Sense 5

Equipment: Billy club +2

Web-Slinging 9



ELEKTRA

(ELEKTRA NATCHIOS)

CALLING: Repentant (formerly Soldier and Vengeance)

PERSONALITY: Serious, determined, deadly, proud of Greek heritage, trying to make up for past crimes, has a weak spot for Matt Murdock

HISTORY

Elektra Natchios, the daughter of the Greek ambassador to the U.S., studied martial arts and political science at Columbia University in New York. There, she fell in love with fellow student Matt Murdock. When her father was assassinated, Elektra withdrew from college, leaving Matt broken-hearted.

Elektra went to Japan, where she honed her martial arts prowess under the teachings of the mysterious Stick. But after a year, Stick told her to leave the group as she was full of rage and hatred over her father's death. To prove her worth, Elektra infiltrated the Hand, a powerful group of assassins and terrorist ninjas. She became corrupted by the Hand and spent years as a bounty hunter and mercenary assassin. Along the way she again encountered Matt Murdock, now in his costumed identity of Daredevil. He could not prevent Elektra's death at the hands of Bullseye, who sought to replace her as the Kingpin's chief assassin.

However, Elektra was mysteriously resurrected by the Hand and freed of their taint by Stone, an associate of Stick. Elektra is currently living in New York, attempting to make a new life for herself. But the Hand still considers her a mortal enemy, so her adjustment has been troubled.

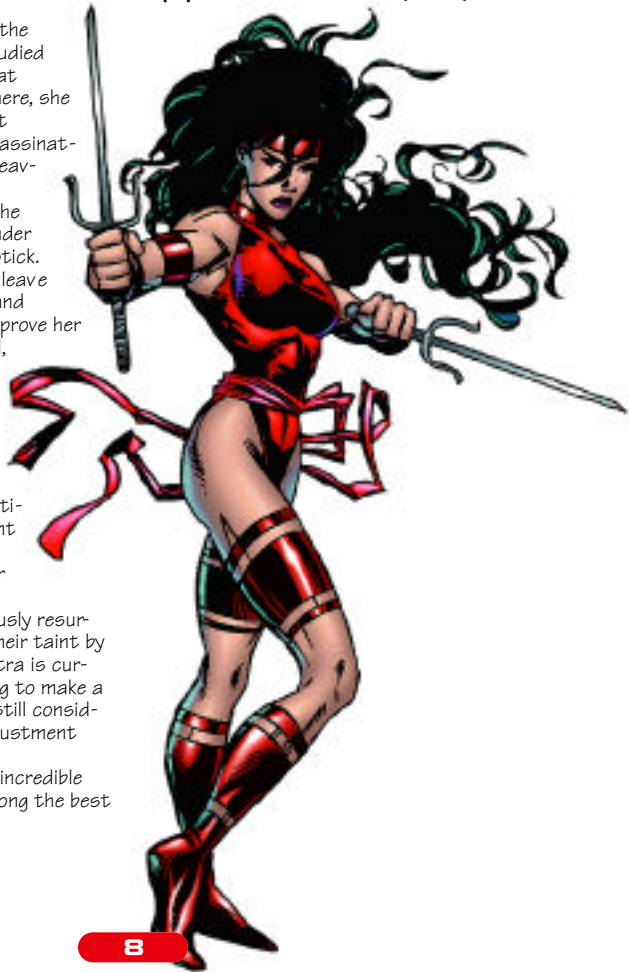
Elektra's only "powers" are her incredible fighting skills. She easily ranks among the best martial artists in the world.

SKILLS

Knives, Martial Arts Weapons; Acrobatics, Contingent Attack, Fast Exit, Martial Arts; Intimidation, Politics

POWERS

Equipment: Two Knives +2 ("Sais")



IRON FIST (DANIEL "DANNY" RAND)

CALLING: Peace of Mind

PERSONALITY: Cryptic, meditative, contemplative, courageous, focused, unconcerned about money and material goods

HISTORY

After his parents were killed in Tibet, Danny Rand was taken in by the denizens of K'un-L'un, a mystical city high in the Tibetan mountains. There he was apprenticed to the martial arts masters of the city. Over the years, Danny learned many secrets of K'un-L'un. He became a master of the "Iron Fist" technique after slaying the dragon Shou-Lao the Undying with his bare hands.

As Iron Fist, Danny traveled to the United States and became a crimefighter, often in partnership with Luke Cage as the Heroes for Hire. Heroes for Hire was once disbanded after Iron Fist's apparent death, but since his return he is once again a member of the expanded Heroes for Hire team.

Danny is involved in a long-term relationship with Misty Knight, who is one of the "Daughters of the Dragon" and co-owner of Nightwing Restorations.

SKILLS

Boxing, Martial Arts Weapons, Wrestling; Acrobatics, Fast Exit, Martial Arts; K'un-L'un Lore; Meditation, Trance

POWERS

Ability Boost (Strength only) 10 ("Iron Fist")

Limits: fist strike only, requires one full exchange of concentration to use, may not be used more than once a day

Chi 10



SPIDER-MAN (PETER PARKER)

CALLING: Responsibility of Power

INDRANCE: Unlucky (Narrator draws two cards each exchange, and picks the one that's worst or Spider-Man)

PERSONALITY: (as Spider-Man) Wise-cracking, jlib, dedicated to crimefighting, nicknames: Wall-Crawler and "Web-Slinger"; (as Peter Parker) worried, responsible, often frustrated with personal problems

HISTORY

After being bitten by a radioactive spider, college student Peter Parker gained the proportional strength and agility of an arachnid. At first, he sought to use his newfound powers for money and fame. Absorbed with his own concerns, Peter neglected to stop a thief who was running from the police. When the thief killed Peter's beloved Uncle Ben, Peter realized his mistake. Since that day, Spider-Man has lived with the knowledge that with great power must come great responsibility, and that a hero cannot fail to use his powers for the good of all.

Spider-Man has a powerful and extensive rogues gallery of villains, most of whom have some personal reason to hate him and to seek his downfall. His costumed life frequently spills into his personal life, such as when Doctor Octopus wooed his dear Aunt May. He has lost many people close to him, including his parents, his aunt and uncle, and his girlfriend, Gwen Stacy.

Peter is married to model and actress Mary Jane Watson-Parker, who is fully aware of her husband's "career" as

Spider-Man. While she understands his need to be Spider-Man and supports his crime-fighting efforts, MJ nevertheless fears for Peter's life every time he slings his webs across the city.

SKILLS

Climbing; Acrobatics, Aerial Combat, Fast Exit, Marksmanship (web-shooter); Chemistry, Criminology, Mechanics, Physics; Photography, Taunting

POWERS

Danger Sense 18 ("Spider-Sense")

Danger Sense Tracking

Resistance to Ensnarement +8

Wall-Crawling 14

Equipment: Homing System ("Spider-Tracers")

Limit: Only works if Danger Sense is on

Equipment: Web-shooters (Web-Slinging 16)

Adhesion, Net, Web Shield



WOLVERINE (LOGAN)

CALLING: Animal Nature

HINDRANCE: Frenzied (0 Intellect in a fight, cannot easily stop attacking)

PERSONALITY: Honorable, loner, fierce warrior, respectful of Japanese culture, loves strong women, troubling sense of humor, nickname: "Wolvie"; (as a berserker) ruthless, brutal, uncontrolled, feral

HISTORY

Though various versions of Wolverine's early history exist, little is known for certain. He was apparently a freelance intelligence operative. Somehow, he had his skeleton and mutated claws laced with unbreakable adamantium. Doctor James MacDonald Hudson and his wife Heather found Logan in the Canadian woods, animalistic and incoherent. They nursed him back to health, and Logan became a Canadian secret agent. Later the government decided that Wolverine should lead a team of superhumans called Alpha Flight as their Weapon X, but Logan decided to take Professor Xavier up on his offer to join the X-Men instead. The Canadian government has never let Logan forget this slight.

Logan's time with the X-Men has seen him undergo psychological changes, from a near-uncontrollable wild man to a wise, almost samurai-like warrior. He is a begrudging believer in the philosophies of Charles Xavier, but a strong believer in the need to stand by those few people he calls friends.

During a confrontation with Magneto, all the adamantium was forcibly ripped out of Wolverine's body. He retains a set of bone claws, though he finds their effectiveness much reduced.

SKILLS

Brawling, Knives, Natural Weapons, Swords; Contingent Action, Fast Exit, Marksmanship, Martial Arts; Espionage, Japanese Lore; Animal Handling, Intimidation, Survival, Tracking

POWERS

Claws (Bone) +2

Previous adamantium claws were +5 damage and *Unbreakable*

Empathy 14 (carnivorous animals only)

Enhanced Senses (All) 16

Regeneration 15

Resistance to Poison and Disease +12

